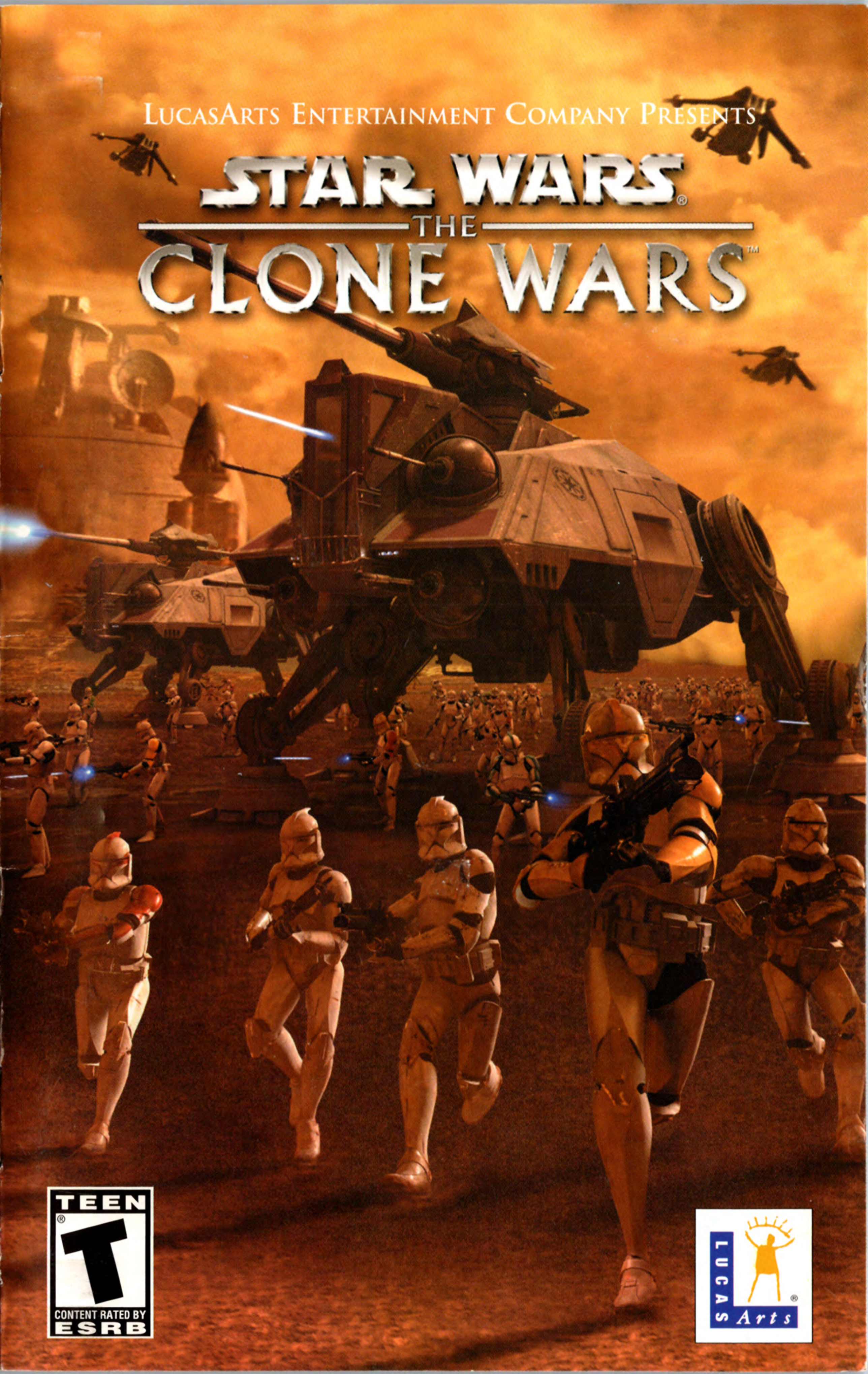
LucasArts Entertainment Company Presents

STAR WARS®
THE CLONE WARS™



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CONTENT RATED BY ESRB

LUCAS Arts®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

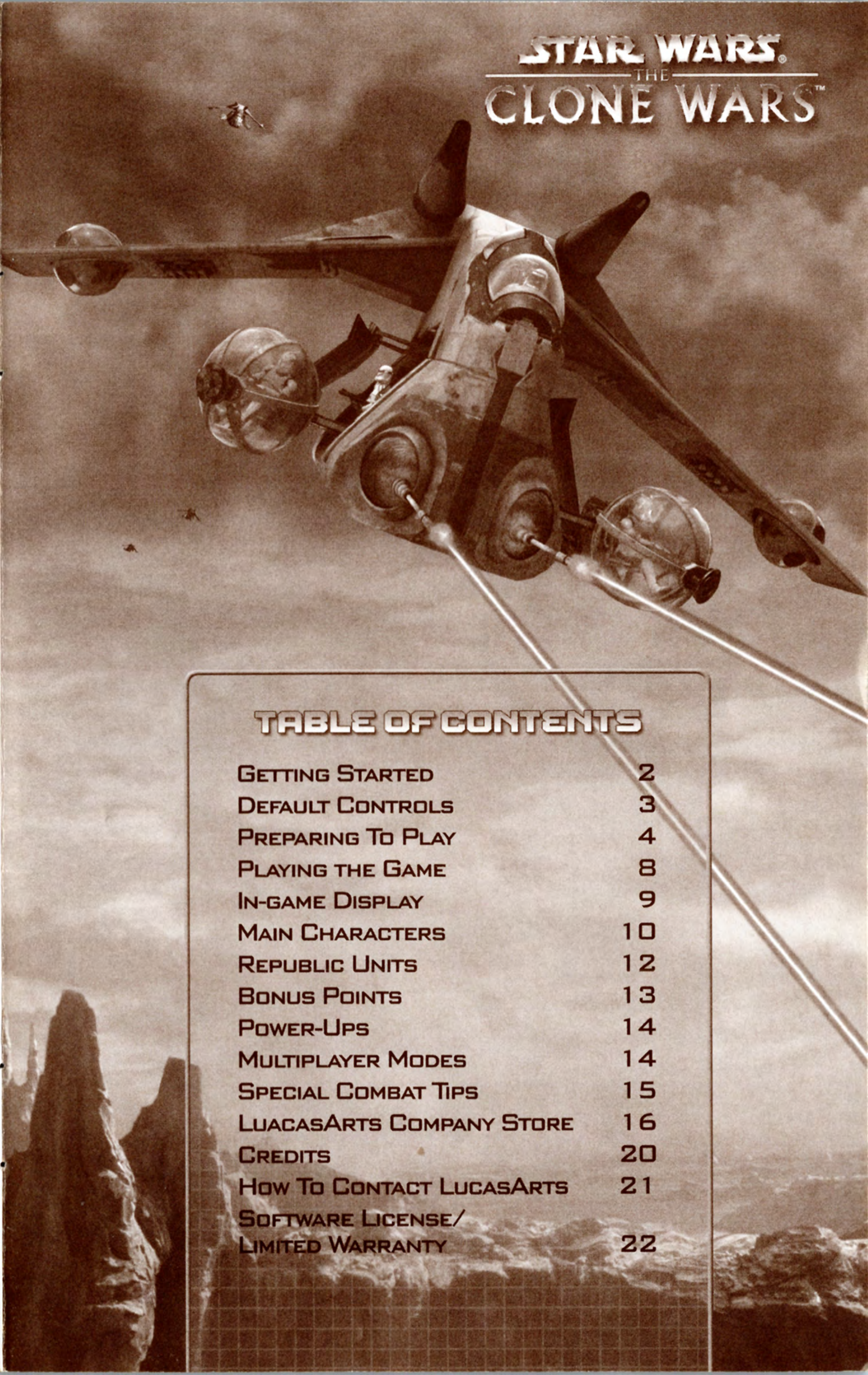
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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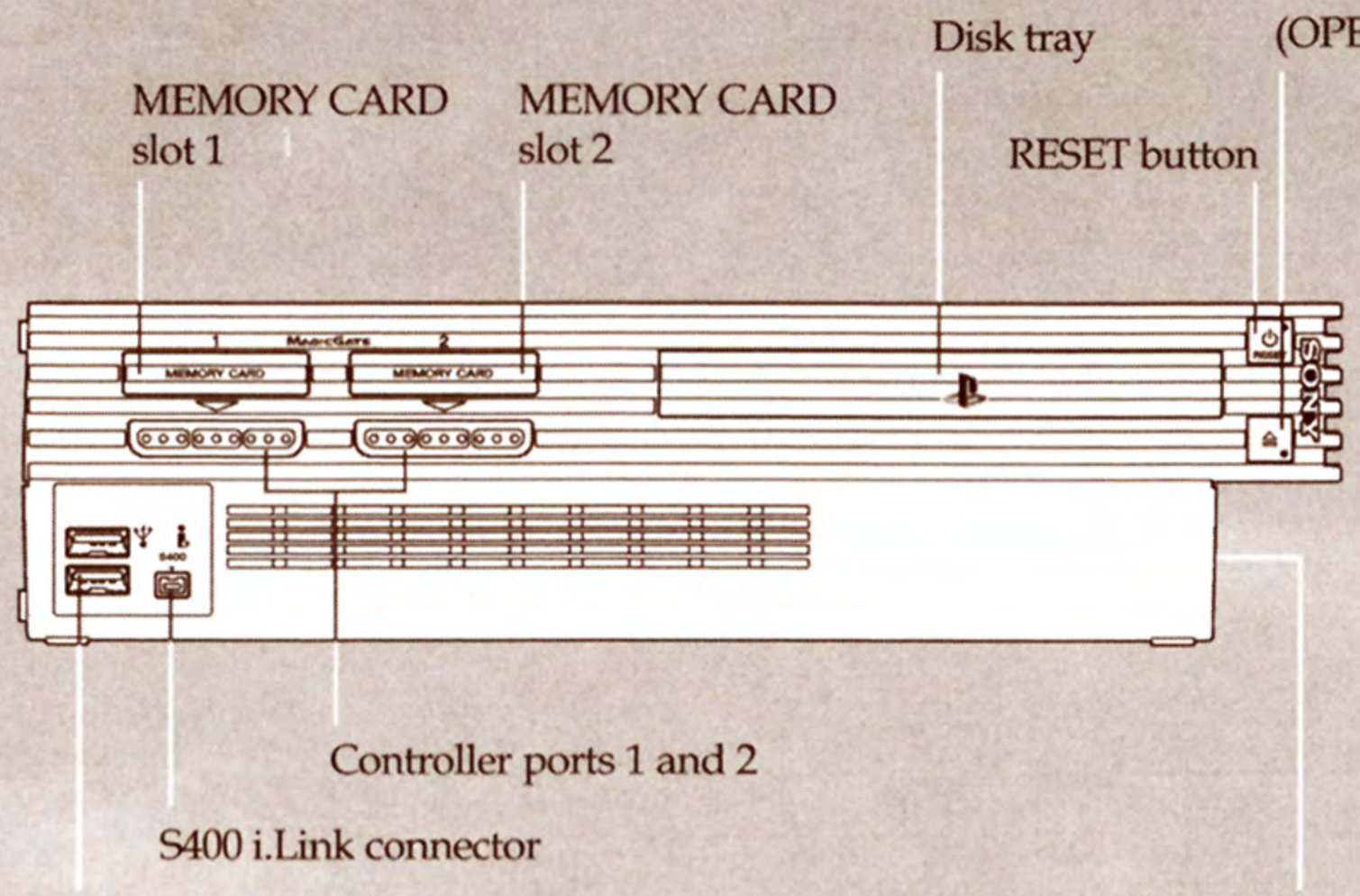
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

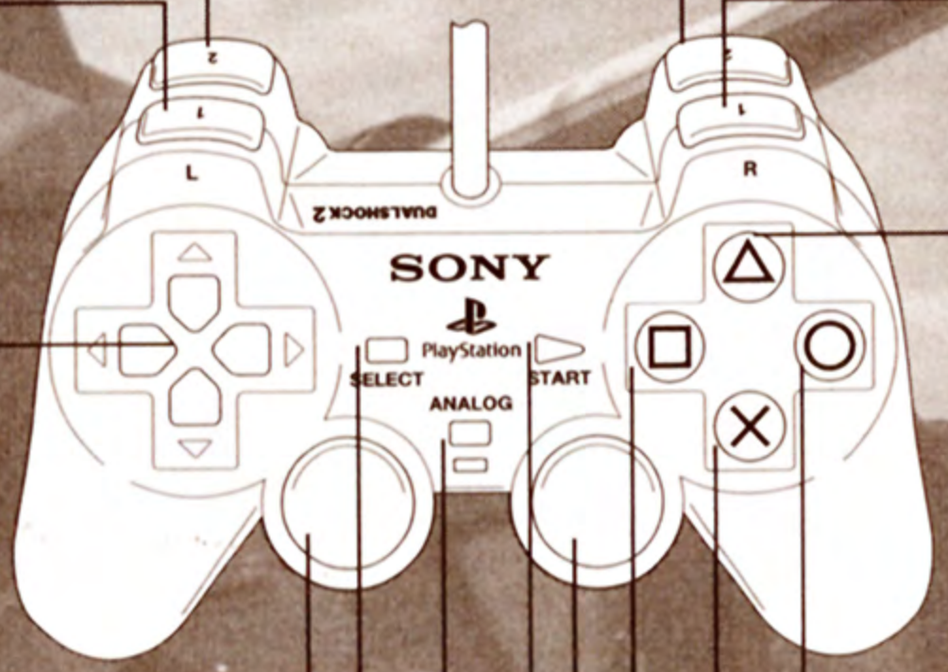


Set up the PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Star Wars*: The Clone Wars** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

***Star Wars*: The Clone Wars** supports the PlayStation®2 DUALSHOCK®2 analog controller and the memory card (8MB) (for PlayStation®2) if you wish to save your progress.

DEFAULT CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



LEFT ANALOG STICK: **Thrust/Steer:** Controls vehicle movement and turning. The control is pressure-sensitive so the farther you push the control, the faster you move.

DIRECTIONAL BUTTONS: **Squad Commands:** Each directional button issues a different command to the player's squad.

Up: Attack player's target.
Left: Break formation and attack at will.
Right: Hold current position.
Down: Return to formation and follow player vehicle.

× BUTTON: **Primary Fire:** Press to fire your primary weapon.

■ BUTTON: **Secondary Fire:** Press to fire your secondary weapon.

● BUTTON: **Special Abilities:** These abilities vary for different vehicles.

Tank, Speeder Bike and STAP: Turbo boost.
Gunship: Composite beam lasers.
Jedi: Force Push.
Assault Walker: Plasma shields.
Maru: Seismic pulse emitter.

▲ BUTTON: **Camera Viewpoint:** Switch the camera between first- and third-person perspectives.

L1 BUTTON: Special Abilities/Turbo Boost (same as ● button)

R1 BUTTON: **Zoom:** Hold button to remain in zoom view.

L2 BUTTON: **Tank, Speeder Bike, STAP, Maru, Jedi and AAT Controls:** Strafe left (move laterally to the left).
Walker Controls: Turn walker turret left.
Gunship Controls: Gunship slows down to its minimum speed.

R2 BUTTON: **Tank, Speeder Bike, STAP, Maru, Jedi and AAT Controls:** Strafe right (move laterally to the right).
Walker Controls: Turn walker turret right.
Gunship Controls: Gunship speeds up to its maximum speed.

START BUTTON: Pause Menu or Skip Cutscene

PREPARING TO PLAY

Upon starting ***Star Wars*: The Clone Wars**, the game's Title screen will appear. Press the START button to continue. Assuming you have a memory card in the PlayStation®2, select MEMORY CARD slot 1, and then press the X button to confirm your selection.

While a memory card is not required to play the game, it is strongly recommended so that you can save your progress. If you do not have a memory card in MEMORY CARD slot 1, a screen will appear to indicate this fact. Press the ✕ button to continue playing the game without a memory card, or insert a memory card in MEMORY CARD slot 1, press ↓ on the directional buttons, and then press the ✕ button to retry.

Before long, the game's Title Screen will appear. Press the START button to enter the Player Profile screen.

SELECTING OR CREATING A PLAYER PROFILE

If you haven't previously played ***Star Wars*: The Clone Wars**, you will need to create a player profile to save your game. The game will default to MEMORY CARD slot 1.

The game will establish a save file in MEMORY CARD slot 1 to update your progress. ***Star Wars*: The Clone Wars** has room for five player profiles, all of which take up a total of 134KB of memory on your memory card. Press the ✕ button to set up your first saved game/player profile. If you have previously played ***Star Wars*: The Clone Wars**, you can move between player profiles by pressing ↑ and ↓ on the left analog stick or the directional buttons, and then pressing the ✕ button to select the player profile you want to play. Player profiles in ***Star Wars*: The Clone Wars** record your mission progress, as well as your bonus points.

If you are starting a new player profile, you must select a name (up to 11 characters) for your profile. Press the left analog stick or the directional buttons ←, →, ↑ and ↓ to choose the letters or numbers, and then press the × button to insert the letter or number. If you make a mistake, select DELETE to erase the last character selected. After entering a name, select OK to proceed and BACK to cancel. **NOTE:** Players can also use the directional buttons to move the cursor in all menu screens.

ERASING A SAVED PLAYER PROFILE

If you choose to delete a player profile, you can do this from the Player Profile screen. Move the left analog stick or the directional buttons ↑ or ↓ to select the profile you want to delete. Then press the ▲ button to delete. Confirm that you want to delete the profile by selecting YES and pressing the × button.

MAIN MENU SCREEN

When you enter the Main Menu screen you will have three choices: CAMPAIGN, MULTIPLAYER and OPTIONS. Push ← or → on the left analog stick or directional buttons, and then press the × button to make your selection.

MAIN MENU

CAMPAIGN SELECTION SCREEN

After selecting Campaign from the Main Menu, you will move to a holographic map of the *Star Wars* galaxy that shows you which missions are available to play. When you first start the game, the only mission available will be Geonosis: The Rescue Begins. ***Star Wars:* The Clone Wars** requires that you complete missions in order before moving to the next. Once you've completed one or more missions, you will be able to scroll through the available missions by pressing ← or → on the left analog stick or the directional buttons to see the number of bonus objectives completed for this mission. Also, you can replay any missions that you have already completed. For more information, see Bonus Points on page 13. **NOTE:** After completing a mission, your progress is automatically saved if you have a memory card in MEMORY CARD slot 1.

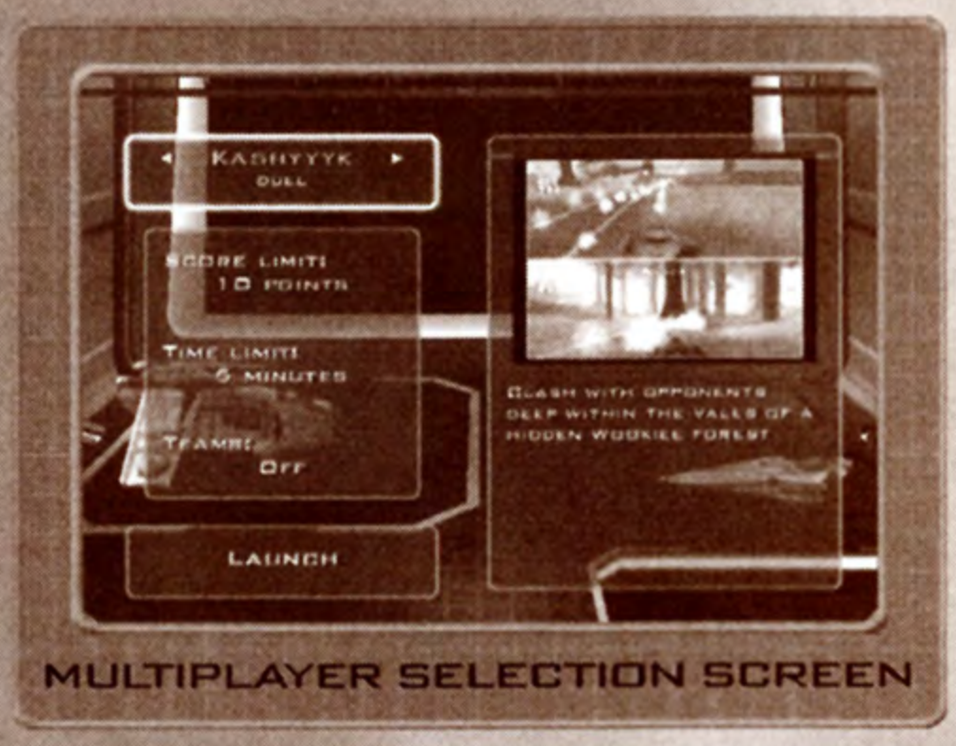
CAMPAIGN SELECTION SCREEN

Once you have found the mission that you want to play, press the × button to select it. Choose the difficulty level of the mission. Padawan is easiest, Jedi Knight is normal difficulty and Jedi Master is the hardest. Press the × button again to start the mission.

MULTIPLAYER SELECTION SCREEN

After selecting Multiplayer on the Main Menu, you'll see the Multiplayer Selection screen. The top left section allows you to scroll through available multiplayer levels by using the left analog stick or the directional buttons.

The right side of the screen gives you a description of the selected level. Press the ✕ button to select the level. After selecting a level, you can select and change various options, such as Score Limit and Time Limit, as well as toggle Teams on/off. You move between options by pressing ↑ and ↓ on the left analog stick or the directional buttons and change options by pressing ← and →. After the options are set, press the ✕ button to move to the Launch area. Press the ✕ button again to begin the multiplayer game. You can back up at any time by pressing the ▲ button.



MULTIPLAYER SELECTION SCREEN

OPTIONS SELECTION SCREEN

Selecting Options from the Main Menu allows you to customize various aspects of ***Star Wars:* The Clone Wars**. Use the left analog stick or the directional buttons to select Options from the Main Menu and press the ✕ button to bring up the following options menus.

OPTION SELECTION SCREEN

NOTE: Throughout the option menus, use the left analog stick or the directional buttons to select between menu options by pressing ↑ or ↓. Press the ✕ button to go to a sub-menu or to confirm a selection. The ▲ button reverts you back to the previous menu option. The BACK option at the bottom of any menu has the same functionality.

Game Options

To further enhance your experience while playing ***Star Wars:* The Clone Wars**, you can customize the following gameplay details.

CAMERA 1ST PERSON/3RD PERSON: Allows you to toggle between first-person and third-person view.

VIBRATION ON/OFF: You can turn on and off the Vibration feature on your DUALSHOCK®2 analog controller.

CROSS HAIR ON/OFF: This option allows you to toggle on and off the cross hair that helps you aim at your enemies.

DISPLAY FULL SCREEN/WIDE SCREEN: You can adjust the display of ***Star Wars:* The Clone Wars** to match your television's aspect ratio. Standard TVs use the Full Screen setting, while many newer TVs use the 16x9 Wide Screen aspect ratio. Please consult your TV's user manual if you are unsure which setting to use.

RESET OPTIONS: Select this option to return to the original settings on all game options.

BACK: This takes you back to the Options Selection screen.

Audio Options

You can customize the audio experience as well with the following options:

MUSIC VOLUME: Select this option to adjust the music volume that plays during the game and in the menu system.

SOUND EFFECTS VOLUME: Manipulate the volume of the game's sound effects.

SPEECH VOLUME: Adjust the volume of the speech you hear throughout the game.

MODE SURROUND/STEREO/MONO: Toggle between the sound modes using the ✕ button and the left analog stick or the directional buttons.

RESET OPTIONS: Select this option to return to the original settings on all sound options.

BACK: This takes you back to the Options Selection screen.

Bonuses

This menu allows you to access the various extra materials you may open as you play through the game.

MOVIES: Select this option to scroll through all of the cutscenes for completed missions.

BONUS MATERIALS: This option allows you to view all of the various bonuses unlocked throughout your progress in the game. See the section Bonus Points on page 13 for further details.

CODES: If you have a special code for *Star Wars:* **The Clone Wars**, this is where you enter it. Press ← or → and ↑ and ↓ on the left analog stick or the directional buttons to select a letter or number. Press the ✕ button to insert a letter and the ▲ button or DELETE to erase letters. When finished entering the code, select the OK option to enter it. If you have entered a correct code, you will hear a confirmation sound.

BACK: This takes you back to the Options Selection screen.

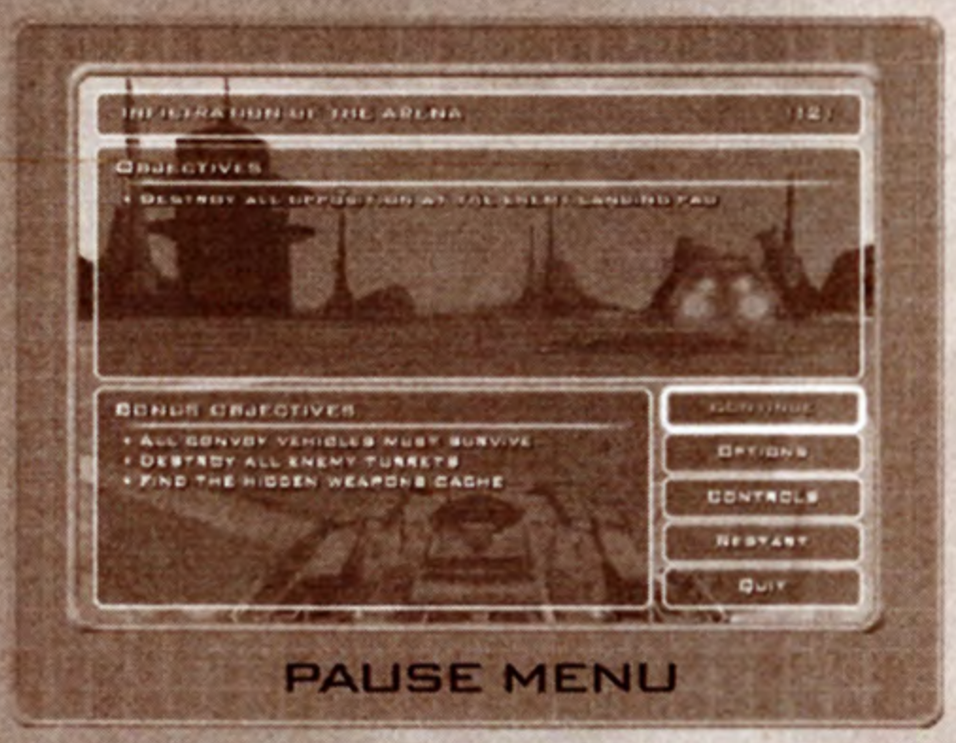
Credits

View the credits for all the people who produced *Star Wars:* **The Clone Wars.**

Back

This option will take you back to the Main Menu.

PAUSE MENU SCREEN



PAUSE MENU

OBJECTIVES: This section lists your mission-critical objectives. If you don't succeed in the objectives, you will fail the mission.

BONUS OBJECTIVES: These are extra goals that you can achieve on every mission. They vary from mission to mission, and will unlock bonus items. You must successfully complete all mission-critical objectives in order to receive bonus points for completed bonus objectives. See Bonus Points on page 13 for more information on what you get when you achieve bonus objectives.

CONTINUE: This returns you back to the game.

OPTIONS: Change game or audio options and view statistics.

CONTROLS: View a diagram of the current control scheme.

RESTART: Begin the mission again.

QUIT: You can exit the mission at any time.

PLAYING THE GAME

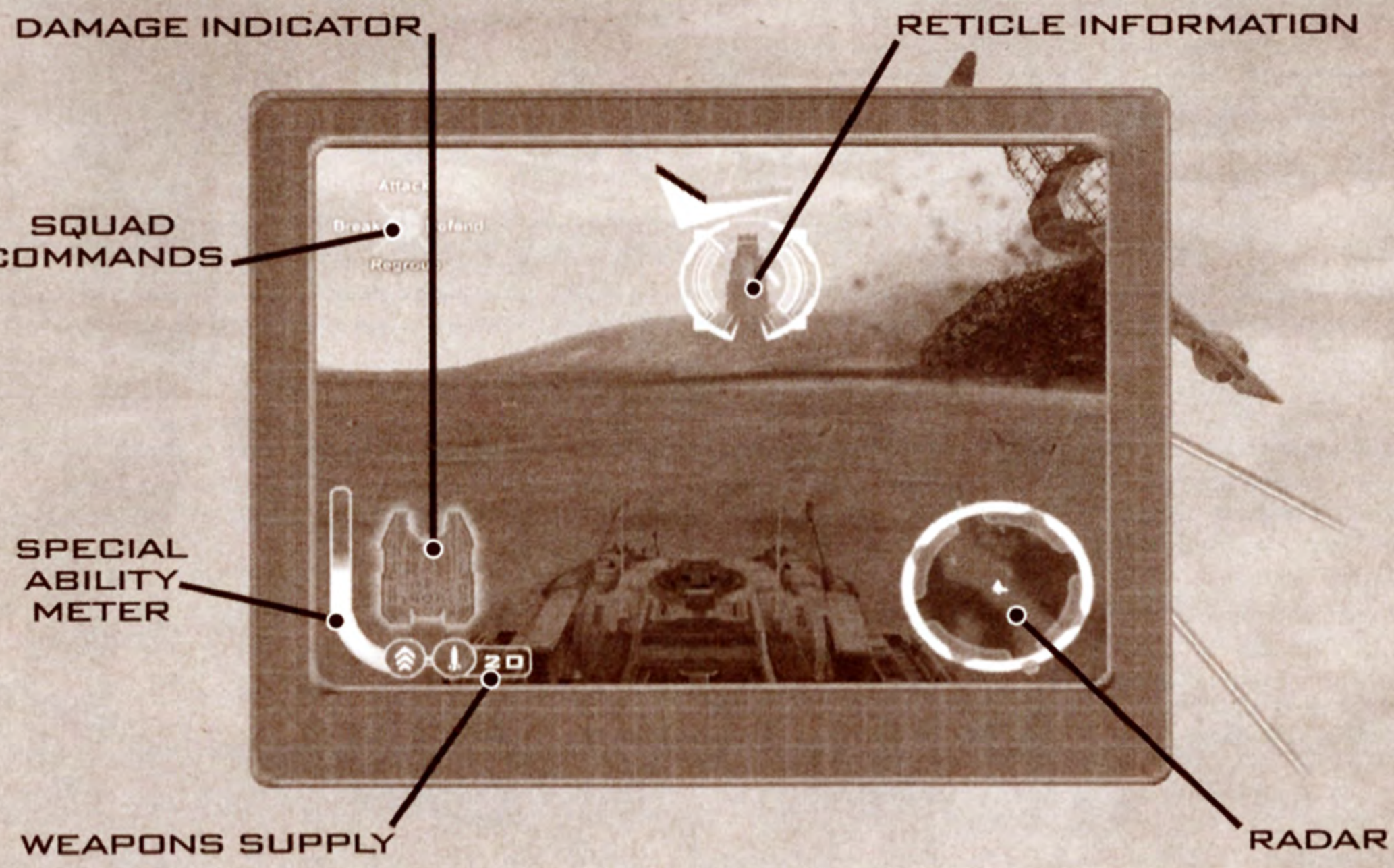
You will pilot a variety of craft in *Star Wars:* **The Clone Wars**, but an on-screen interface remains consistent throughout the game and guides you toward your goals, as well as providing important information on the status of your character.

RADAR: This display indicates your current position (the green triangle in the center) as well as the locations of other targets and objects in a mission. Green icons are friendly units, while red icons are enemy units. Pulsing icons show mission-critical objectives that you must complete to pass a mission. These objectives can be friendly or enemy units as well as locations. The radar is also useful for finding your way through obstructions because paths between buildings or other objects are always clearly marked.

DAMAGE INDICATOR: This icon in the shape of your vehicle shows how much hull damage your vehicle has left before it is destroyed. The blue glow around the icon shows your shields. The hull of your ship is not damaged until your shields are depleted.

WEAPONS SUPPLY: The area below your Damage Indicator displays how many secondary weapons you have left to use.

IN-GAME DISPLAY



SQUAD COMMANDS: Here's where you give your supporting units orders using the directional buttons.

RETICLE INFORMATION: Thin, circular lines appear around all enemy units. When you target a unit, the lines become thicker and an enemy Damage Indicator appears on the right side of the reticle. Any unit that is part of a primary objective will have an additional marking, small triangles that move in a circle, to clearly separate them from the rest of the units.

SPECIAL ABILITY METER: This bar that runs up the left side of your Damage Indicator shows how much turbo boost you have left when piloting the hover tank and the speeder bike. When in the gunship and on the maru, it tracks your special weapon; while in the walker, it indicates your special shield energy.

END-OF-CAMPAIGN SCREEN

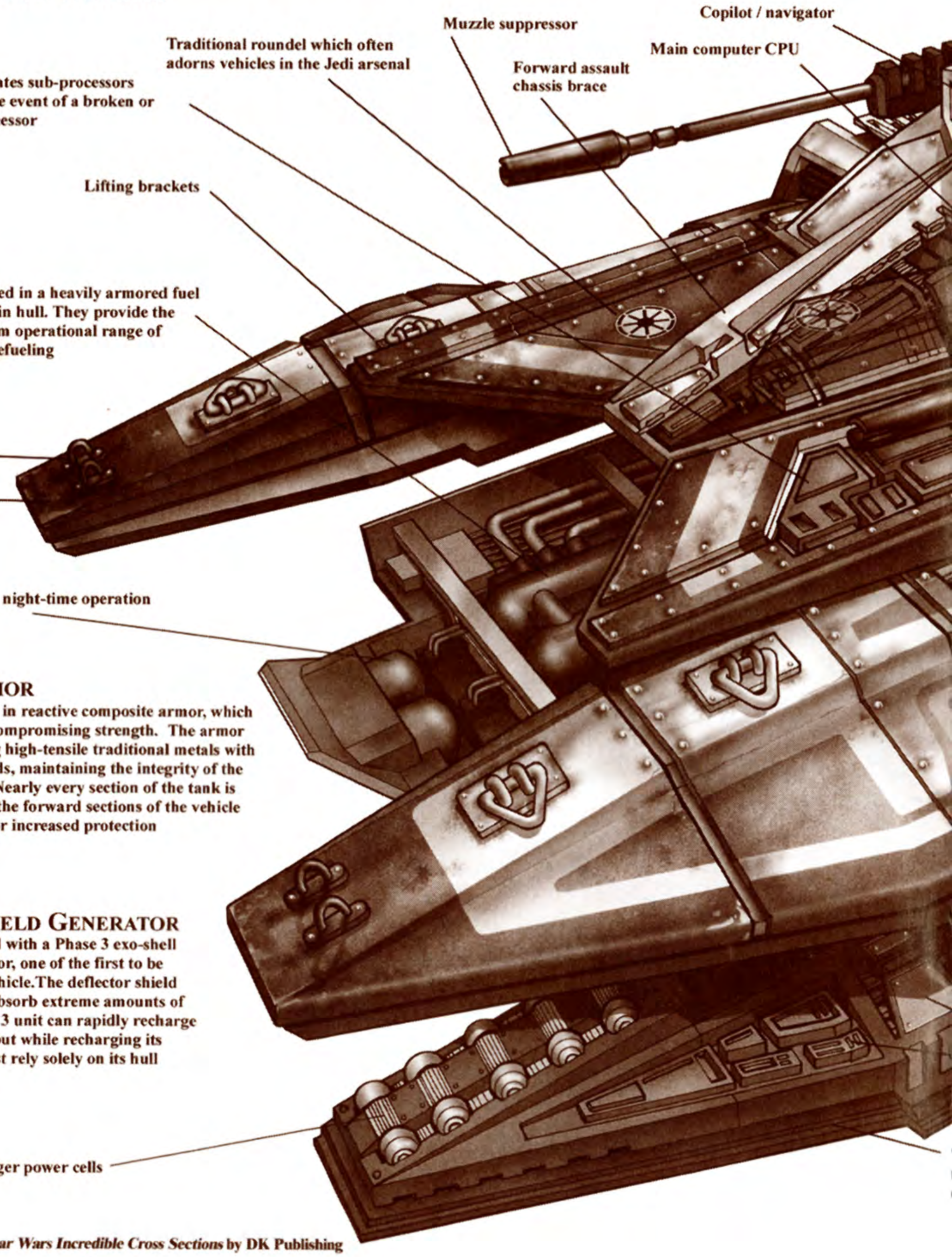
This screen resembles the Pause Menu, listing all of the primary and bonus objectives for a mission. Objectives highlighted in green have been successfully completed, objectives in white are incomplete and red shows failed objectives. All primary objectives must be completed to pass a mission. Text will appear beneath the bonus objectives if you have unlocked any bonuses. You must go to the Bonuses Menu to see what you have unlocked.

STAR WARS
THE CLONE WARS

TX-130 FIGHTER TANK

When the war between the Galactic Republic and the Separatists first began, the Jedi foresaw the need for a new ground assault vehicle to bolster their military forces. The Republic army chose the TX-130, a new armored vehicle developed and manufactured by Rothana Heavy Engineering. The highly advanced combat tank was quickly transformed from a relatively untested prototype to the Republic's primary ground superiority unit.

The TX-130 is a versatile craft capable of filling a number of combat roles, from maintaining defensive perimeters to spearheading hit-and-run attacks. The craft is a near-perfect balance of maneuverability and armor, and is a formidable opponent in combat. While clone troopers pilot unmodified versions of the TX-130, Jedi are known to add custom parts and modifications to their tanks. Many Jedi use prototype parts too expensive to be included in the standard production model. Mace Windu pilots a customized version of the TX-130, which was deployed in the Battle of Geonosis.


Communicat
Medium laser
protective forw
Active r
equippe
sub-CPU
Main control di
real-time data
and battlefield
Copilot / navigator
Muzzle suppressor
Traditional roundel which often adorns vehicles in the Jedi arsenal
Main computer CPU
Forward assault chassis brace
Backup CPU incorporates sub-processors that are activated in the event of a broken or damaged primary processor
Lifting brackets
Six fuel cells are mounted in a heavily armored fuel bay underneath the main hull. They provide the TX-130 with a maximum operational range of 400 kilometers before refueling
Towing fixtures
Interchangeable engines
Primary headlamps for night-time operation
Shield generator recharger power cells

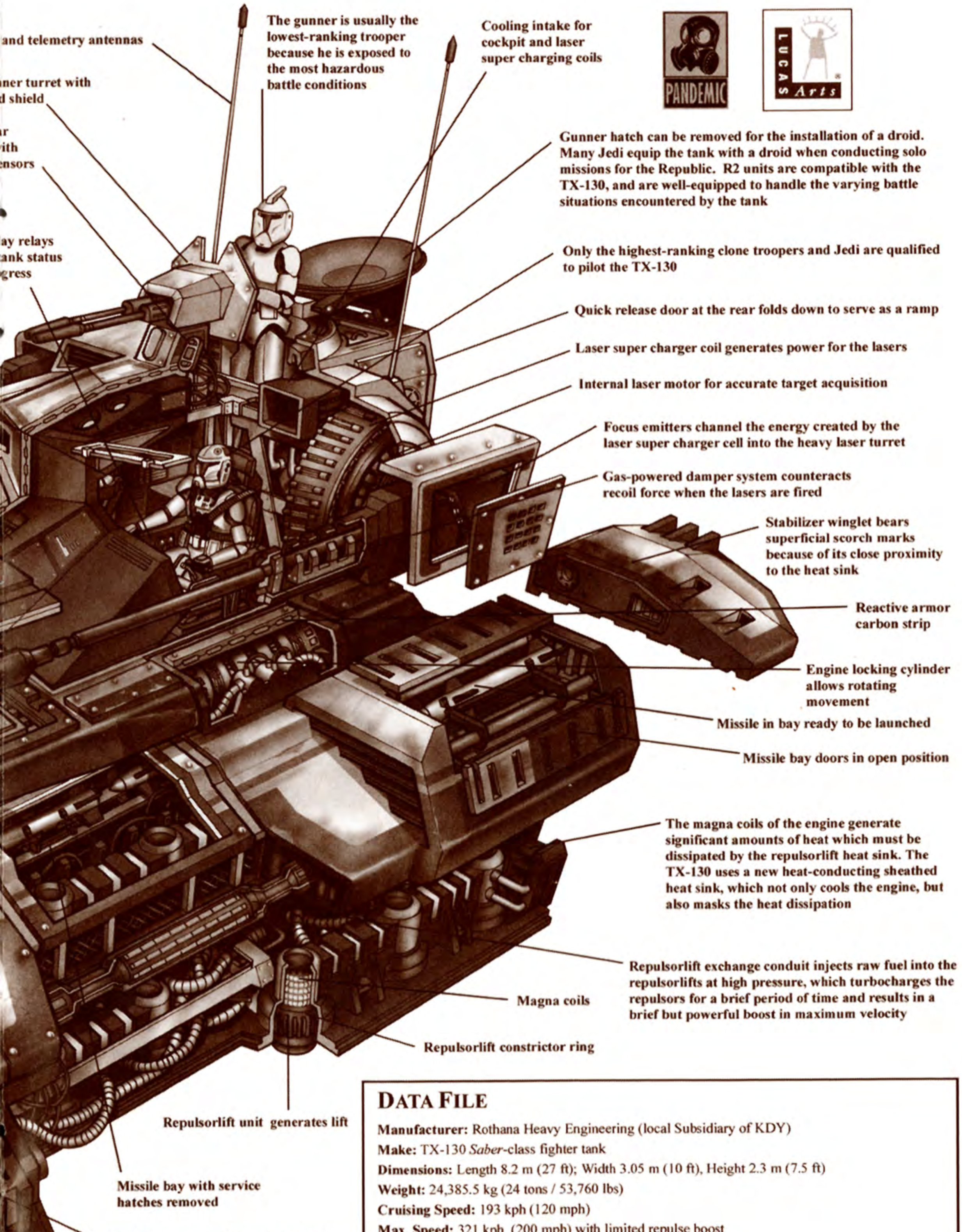
ADVANCED ARMOR

The TX-130 is sheathed in reactive composite armor, which is lightweight without compromising strength. The armor is created by laminating high-tensile traditional metals with prototype carbon strands, maintaining the integrity of the material under stress. Nearly every section of the tank is carbon-laminated, and the forward sections of the vehicle are double-laminated for increased protection

DEFLECTOR SHIELD GENERATOR

The TX-130 is equipped with a Phase 3 exo-shell deflector shield generator, one of the first to be installed in a ground vehicle.The deflector shield is powerful enough to absorb extreme amounts of punishment. The Phase 3 unit can rapidly recharge to full power capacity, but while recharging its shields, the TX-130 must rely solely on its hull armor for protection

Design concept inspired by *Star Wars Incredible Cross Sections* by DK Publishing


and telemetry antennas
nner turret with
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gress
The gunner is usually the lowest-ranking trooper because he is exposed to the most hazardous battle conditions
Cooling intake for cockpit and laser super charging coils
Gunner hatch can be removed for the installation of a droid. Many Jedi equip the tank with a droid when conducting solo missions for the Republic. R2 units are compatible with the TX-130, and are well-equipped to handle the varying battle situations encountered by the tank
Only the highest-ranking clone troopers and Jedi are qualified to pilot the TX-130
Quick release door at the rear folds down to serve as a ramp
Laser super charger coil generates power for the lasers
Internal laser motor for accurate target acquisition
Focus emitters channel the energy created by the laser super charger cell into the heavy laser turret
Gas-powered damper system counteracts recoil force when the lasers are fired
Stabilizer winglet bears superficial scorch marks because of its close proximity to the heat sink
Reactive armor carbon strip
Engine locking cylinder allows rotating movement
Missile in bay ready to be launched
Missile bay doors in open position
The magna coils of the engine generate significant amounts of heat which must be dissipated by the repulsorlift heat sink. The TX-130 uses a new heat-conducting sheathed heat sink, which not only cools the engine, but also masks the heat dissipation
Repulsorlift exchange conduit injects raw fuel into the repulsorlifts at high pressure, which turbocharges the repulsors for a brief period of time and results in a brief but powerful boost in maximum velocity
Magna coils
Repulsorlift constrictor ring
Repulsorlift unit generates lift
Missile bay with service hatches removed
Shield generator sub-system control box and CPU housing
hen charged by the repulsorlift constrictor ring, ese mag repulsor plates create momentum in any rection along the ground

DATA FILE

Manufacturer: Rothana Heavy Engineering (local Subsidiary of KDY)
Make: TX-130 *Saber*-class fighter tank
Dimensions: Length 8.2 m (27 ft); Width 3.05 m (10 ft), Height 2.3 m (7.5 ft)
Weight: 24,385.5 kg (24 tons / 53,760 lbs)
Cruising Speed: 193 kph (120 mph)
Max. Speed: 321 kph (200 mph) with limited repulse boost
Crew: 1 pilot; 1 copilot/navigator; optional manual turret gunner
Range: 400 km (250 miles)
Armament: 2 heavy laser cannons; medium twin-laser turret; 8x2 computer-guided thermal detonator missiles (may carry additional ordnance variants)

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MAIN CHARACTERS

ANAKIN SKYWALKER

A headstrong and powerful young Jedi, Anakin was discovered on the Outer Rim planet of Tatooine by Qui-Gon Jinn. Anakin was late in starting his Jedi training by the Jedi Order's standards, but he quickly excelled in many areas, as he was incredibly strong with the Force. Anakin is a very capable Jedi, but can also be unpredictable, which gives many in the Jedi Order cause for concern.

OBI-WAN KENOBI

Much like his Master Qui-Gon Jinn, Obi-Wan is an unconventional Jedi Knight, adept with a lightsaber, powerful in the Force, but possessing a unique outlook on life. Obi-Wan accepted the task of training young Anakin Skywalker, fulfilling Qui-Gon's dying wish. A cunning swordsman and a quick wit, Obi-Wan dutifully obeys his elders in the Jedi Council but often finds his own way through many of the challenges he's faced as a Jedi Knight.

MACE WINDU

Sharing the title of Senior Member of the Jedi Council with Master Yoda, Mace Windu is as well respected as any in the order. He's an amazingly powerful swordsman, nearly unrivaled in his balance of both strength and finesse. It's the combination of a cool head and the furious might of his signature purple-bladed lightsaber that makes Mace Windu the consummate Jedi Master.

COUNT DOOKU

Former Jedi Master and current leader of the Confederacy of Independent Systems, Count Dooku was one of the most respected members of the Jedi Order before leaving it after the Battle of Naboo. An unmatched swordsman who still practices an elegant and ancient style of lightsaber combat, Dooku was a great loss to the Jedi. His political ideals, as well as his charisma and considerable Force powers, have made him and his group of Separatists a formidable threat to the Republic.

CYDON PRAX

Cydon Prax is one of the most ruthless of Count Dooku's mercenaries and became Dooku's right-hand man after the death of Jango Fett. He pilots a fighter tank modified with special repulsorlifts and thrusters that make the craft extremely maneuverable. Also, the craft's customized weapon systems make it amazingly accurate and deadly for its size.

BERA KAZAN

Bera is a notorious smuggler who has run with some of the most heinous criminals in the galaxy. She's also a connoisseur of unusual and rare technological artifacts, amassing quite a collection as her work takes her from one side of the galaxy to the other. Bera's ship, the *Sarpazian Rose*, is covered with scars and scorch marks collected during many close escapes, which speaks to her ability to deliver in a crunch.

LUMINARA UNDULI

Hailing from Mirial, Luminara has dedicated her life to the protection of justice and order. She ascended to the rank of Jedi Master more than ten years prior to the outbreak of the Clone Wars. Her quiet disposition and unique lightsaber combat style fool many strangers into thinking that Luminara is a passive Jedi Master, but those who have fought beside her know that she is a fierce warrior.

ULIC QEL-DROMA

One of the most tragic figures in the history of the Jedi Order, Ulic was a respected Jedi Knight in his day, nearly 4,000 years before the Clone Wars. Ulic took on a daring mission to infiltrate the Sith and "conquer the dark side from within." Unfortunately the allure of the dark side was too great. During this campaign, known as the Sith War, Ulic aided the Sith in constructing the Dark Reaper, a weapon of mass destruction. Ulic was eventually captured by the Jedi and stripped of his connection to the Force.

REPUBLIC UNITS

SPEEDER BIKE

The Aratech 74-Z military speeder bike is a fast, one-man craft that allows troopers to get quickly from one end of a battlefield to the other to deliver reconnaissance information. Used by the Republic in nearly all of their conflicts in the Clone Wars, this multipurpose craft is much faster than a Trade Federation STAP and contains nearly the same amount of firepower.

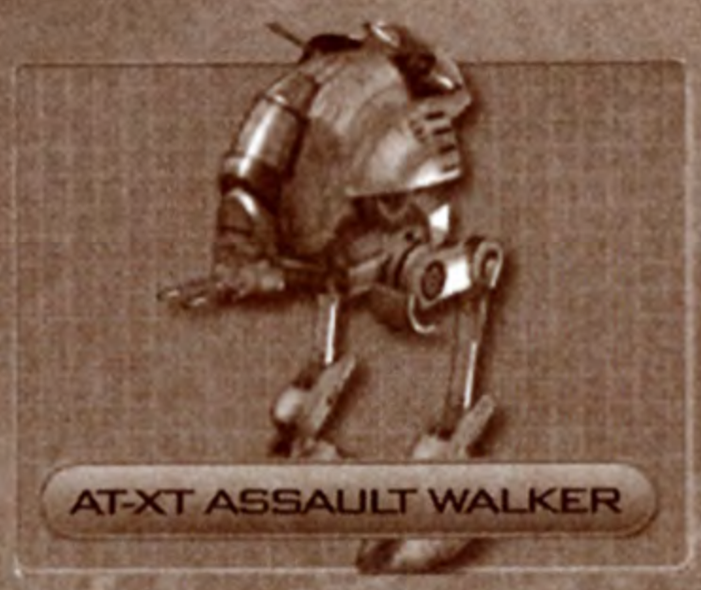
- PRIMARY WEAPON: Underbody-mounted light laser turret.
- SECONDARY WEAPON: None.
- SPECIAL ABILITY: Repulsor boost.

REPUBLIC FIGHTER TANK

Considered to be the Jedi starfighter of ground combat, the TX-130 fighter tank is a specially designed repulsor craft that makes use of the heightened abilities of its Jedi pilots. Its repulsorlifts are specially tuned for quick maneuvering, yet the Republic fighter tank still carries a heavy payload of firepower. The Jedi commanders of the Clone Wars find the TX-130 to be the perfect complement to their increased agility and vision.

- PRIMARY WEAPON: Dual medium laser cannons.
- SECONDARY WEAPON: Concussion missiles.
- SPECIAL ABILITY: Repulsor boost.

AT-XT ASSAULT WALKER



These two-legged assault walkers employ faster movement than their six-legged counterparts, but also deliver high firepower and a solid defense. An experimental craft created by Rothana Heavy Engineering and produced at the Kuat Drive Yards facilities, the AT-XT did not go into full mass-production during the Clone Wars, as the engineers were constantly revising its design.

- PRIMARY WEAPON: Heavy laser cannons.
- SECONDARY WEAPON: Proton mortar.
- SPECIAL ABILITY: Plasma shields.

MARU

The maru is a creature native to the Kashyyyk system, and has been domesticated by the Wookiees inhabiting the small moon Alaris. The Wookiees raise the maru as beasts of burden, and as a means of transportation. It is a reptilian creature, agile and dexterous, possessing a long tail that it uses to attack enemies. The maru's saddle is equipped with dual bowcasters and a seismic pulse emitter.

- PRIMARY WEAPON: Mounted twin bowcasters.
- SECONDARY WEAPON: Thermal detonator.
- SPECIAL ABILITY: Seismic pulse emitter.

REPUBLIC GUNSHIP

The Rothana Heavy Engineering Low-Altitude Assault Transport/infantry (LAAT/i) repulsorlift gunship is the workhorse of the Republic clone army. Primarily used for troop transport and air support, these versatile aircraft combine ultra-maneuverability with amazing firepower. Piloted by one of the highly trained clone pilots, these craft can perform deft maneuvers in all environments and weather conditions. In the hands of a Jedi pilot, these ships can do the unimaginable.

- PRIMARY WEAPON: Multiple laser cannons.
- SECONDARY WEAPON: Concussion missiles.
- SPECIAL ABILITY: Composite-beam pinpoint laser turrets.

MOBILE ASSAULT CANNON (MAC)

Probably due to its cumbersome name, the Kuat Drive Yard's Self-Propelled Heavy Artillery-Turbolaser (SPHA-T) has many nicknames, from the MAC to the bug gun, but it has just one use: heavy firepower. These slow-moving cannons fire the heaviest turbolasers in the Republic army and are used to great effect in the invasion of Geonosis.

- PRIMARY WEAPON: Heavy turbolaser.

AT-TE ASSAULT WALKER

The All-Terrain Tactical Enforcer (AT-TE) can perform a wide variety of missions, from troop transport to straightforward assault missions. The AT-TE's six legs allow it to traverse almost any terrain, while its firepower is nearly unmatched. A heavy projectile cannon mounted on a turret is the main weapon, but it is also equipped with six anti-personnel lasers that defend the craft from both front and rear attacks.

- PRIMARY WEAPON: Long-range heavy laser cannon.
- SECONDARY WEAPON: Six laser turrets.

BONUS POINTS

In every mission there are three bonus objectives. A player receives bonus points only if all of the mission-critical objectives are completed. If a player completes one bonus objective, they get one bonus point. Completing any two bonus objectives grants the player two bonus points. Completing all three rewards the player with three bonus points. There are 48 bonus points in total, but you only need 45 points to unlock all the extras.

POWER-UPS

One-Fourth Health Pack: Adds 25 percent to player's Health. Health will not exceed 100 percent.

Full Health Pack: Brings player's Health to 100 percent.

Ammunition: Refills a player's secondary weapon ammunition to full.

Invincibility: Brings player's Health and Shields to 100 percent and creates a shield that gives the player temporary invulnerability to damage.

Super Blasters: Gives player three times the weapon power for a limited time.

Disintegration Field: For a limited time, if the player comes in contact with any enemy while equipped with the Disintegration Field, the enemy will be destroyed instantly.

Cloaking: The player becomes completely invisible to all enemies for a limited time.

MULTIPLAYER MODES

Star Wars: **The Clone Wars** features several multiplayer modes, each supporting two simultaneous players. There are four different modes of play. In many multiplayer games, extra points can be earned by running over Jedi credits that appear on the map.

MULTIPLAYER SCREEN

DUEL

Two players battle it out for supremacy. Players can choose different vehicles after each time they are killed. Victory is achieved by scoring a set number of kills or getting the most kills within a set time limit. A player can choose to restart the match by pressing the START button.

CONTROL ZONE

In each level there is one "control zone" which is denoted by a ring on the ground. Players receive one point for killing opposing players and additional points for remaining the sole player in the control zone. When control is established, there is an audio cue and the control zone ring will change to that player's color. If both players are within the control zone, the zone will return to a neutral color.

CONQUEST

Conquest is played between two teams, the Republic and the Separatists. The Republic team pilots TX-130 fighter tanks and the Separatists pilot GATs. Each team has a home base, which it must defend. The objective is to destroy the other team's base. In the center of the playing field are a series

of outposts, which are captured by a player moving into the outpost. As long as a player is within an outpost, defensive turrets (up to a maximum of four) will be built around the outpost. Once there are four turrets around an outpost, the outpost will then produce one AI unit. If the AI unit is destroyed, the outpost will produce another one. AI units can be given orders using the directional buttons. If any one turret on an outpost is destroyed, the outpost will not produce an AI unit until all turrets have been rebuilt. Control of an outpost changes sides if all defensive turrets are destroyed and an opposing team member moves into the outpost. The game is won when one team destroys the other's home base.

JEDI ACADEMY

There are two different versions of this game, one is played with vehicles, the other with Jedi, but the rules remain the same. Both players are on the same team and cannot harm one another, except during special gladiator rounds. The players begin in the center of an arena and opposing forces come in waves to destroy the players. If a player dies, he/she will not respawn (except in an elimination round where players battle each other for points and all destroyed players respawn before the next wave of enemies). The game finishes when the last player alive has fallen to enemy units. Players score points depending on what they destroy. The last player alive may not necessarily have the highest final score.

SPECIAL COMBAT TIPS

- Use the zoom function to take out enemies in the distance before they get too close.
- When your primary objective is to destroy something, use your teammates' supporting fire (by pressing ↑ on the directional buttons) to take out the objective quickly.
- While piloting the gunship, holding down the L2 button will allow you to turn faster.
- Master circle strafing in your Republic hover tank (hold down the L2 or R2 button, and then press the left analog stick the opposite direction) to keep your tank continually moving while attacking.
- Mix missiles and secondary laser fire while in the gunship to maximize the effectiveness of your firepower without running out of missiles.
- A speeder bike is hard to turn when using its turbo boost —be sure to save turbo for straightaways.
- Save the AT-XT walker's shield special ability for when you face multiple powerful enemies. Do not waste it on smaller enemies because it takes a long time to recharge.

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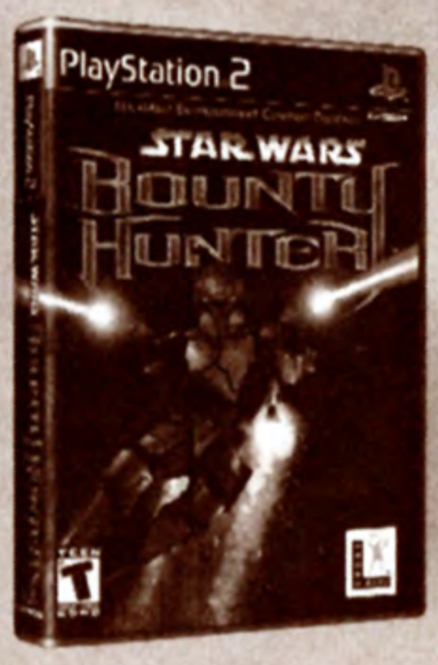

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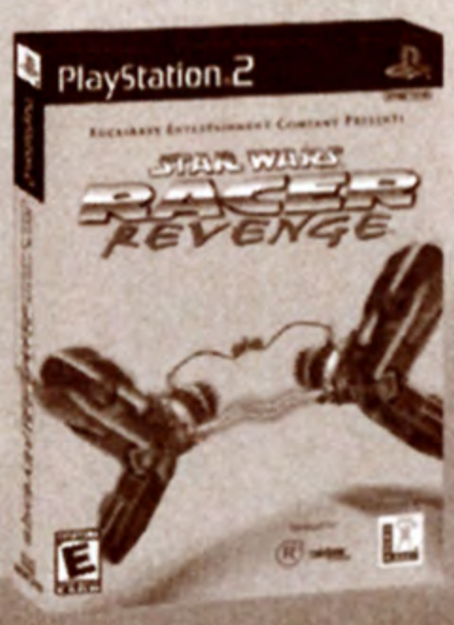

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